

FOR YOUR CONSIDERATION
BEST PRODUCTION DESIGN



A GENTLEMAN IN MOSCOW

VICTOR MOLERO
PRODUCTION DESIGNER

USSAL KALYONKU SMITHERS
SET DECORATOR

CHRISTOPHER GUY EVANS
SUPERVISING ART DIRECTOR





TO ME, THE METROPOL HOTEL WAS ONE OF THOSE CHARACTERS, WALKING HAND-IN-HAND WITH COUNT ALEXANDER ROSTOV THROUGH HIS JOURNEY. SCALING THE GRANDEUR OF THE METROPOL WAS NO SMALL FEAT. IN JUST FIVE MONTHS, WE DESIGNED AND BUILT THE MAIN SETS, WHERE OUR MAIN GOAL WAS CREATING A CINEMATIC MAZE THAT SWALLOWED UP DIRECTORS AND CINEMATOGRAPHERS ALIKE, IMMERSING THEM IN THE STORY'S RICH TAPESTRY. BUT IT'S NEVER JUST ABOUT THE VISUALS; IT'S ABOUT CAPTURING THE SOUL OF THE STORY.

PRODUCERS WAS THINKING AT THE BEGINNING TO FIND A LOCATION IN THE NORTH OF ENGLAND, BUT WHEN I ARRIVED I KNEW THAT THIS WOULD NEVER HAPPENED. THE TIME WAS EXTREMELY TIGHT SO WE MUST TO DO IT AS FAST AS WE COULD. AT THE SAME TIME THAT WE WERE DESIGNING THE MAIN LOBBY IN 10 DAYS OUR CONSTRUCTION MANAGER PAUL WARD MANAGE TO PUT IN PLACE A TALENTED CONSTRUCTION TEAM FROM THE NORTH. 4 WOOD WILL JOIN US TO HELP LATER DURING THE 4 MONTHS OF CONSTRUCTION, THERE WAS TOO MANY DETAILS TO ACCOMPLISH THE CHALLENGE AND A NOT VERY GENEROUS BUDGET OF £5M.

AMIDST THE SOLITUDE OF THE SETTING, THE HOTEL BECAME A SYMBOL OF RESILIENCE, ECHOING THE COUNT'S DEFIANCE AGAINST FATE. AFTER ALL WE HAVE BEEN THROUGH, NOW AS THE COUNT, WE KNOW THAT IN ISOLATION WE FACE A CHOICE: TO GROW OR TO GRIEVE, AND NOW THE COUNT KNOWS THAT TRANSFORMATION STARTS IN THE MOST UNEXPECTED PLACES, BUT A HOTEL ATTIC SEEMS LIKE A GOOD PLACE TO START.

WE AIMED TO GO BEYOND TRADITIONAL PERIOD DRAMA, INFUSING THE SERIES WITH A SENSE OF ENCHANTMENT AND TIMELESSNESS. CREATING A "GILDED CAGE" FOR COUNT ROSTOV WAS A CHALLENGE. SPECIAL ATTENTION FOR DETAILS WAS GIVEN TO THE DOORS, SYMBOLIZING NEW POSSIBILITIES AND PERSONAL GROWTH. THE COUNT OPENS DOORS THAT HE WOULD NEVER KNEW THAT HE COULD OPEN. THE WOODEN BENCH IN THE CENTRAL OF THE LOBBY STURDY AND TIMELESS, SYMBOLISES HIS ENDURING VIGIL. OUR TALENTED SET DEC, USSAL SMITHER CREATED A UNIQUE AND COZY ATMOSPHERE.

THE STORY REFLECTS CONTEMPORARY THEMES THROUGH A MAN LIVING IN A TIME WHERE HE IS NO LONGER WANTED, MAKING IT UNIVERSALLY RELEVANT. THE DESIGN OF *A GENTLEMAN IN MOSCOW* CAPTURES THE ORIGINAL STORY'S SPIRIT, PRESENTING A LAYERED HISTORICAL DRAMA AS AN ENCHANTING FAIRY TALE.

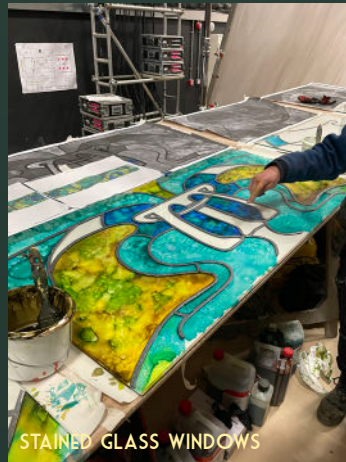
WE ARE HONORED TO HIGHLIGHT THE COMPLEXITIES AND TRIUMPHS OF THE AGIM PRODUCTION IN THE NOMINATION PROCESS FOR THE ESTEEMED BFDG AWARD.

THANK YOU FOR CONSIDERING THE EFFORTS AND CHALLENGES FACED DURING THE MAKING OF A GENTLEMAN IN MOSCOW.

VICTOR MOLERO
PRODUCTION DESIGNER



SET BUILD



STAINED GLASS WINDOWS



FLOOR PAINTING



STAINED GLASS WINDOWS



SET PICTURE

SET DRAWING

THE LOBBY (MAIN STUDIO BUILT)



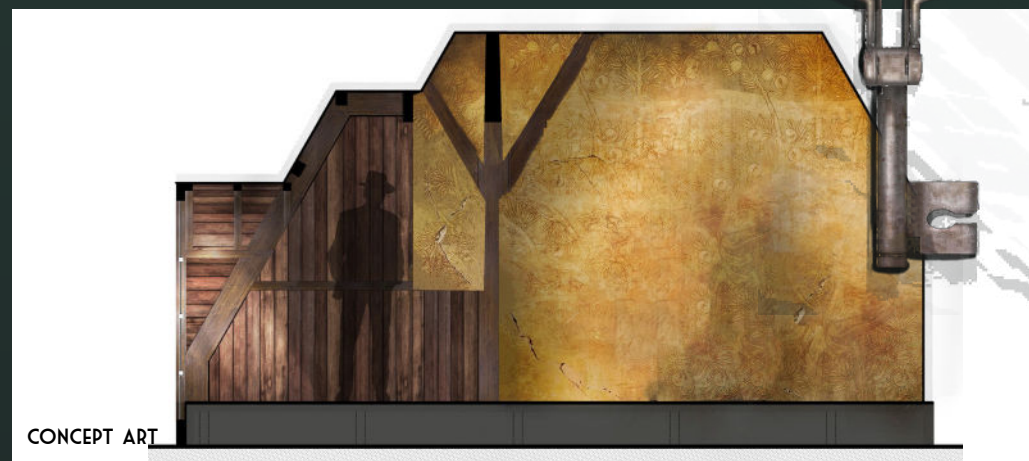
THE LOBBY (MAIN STUDIO BUILT)



FINAL FRAME



CONCEPT ART



CONCEPT ART

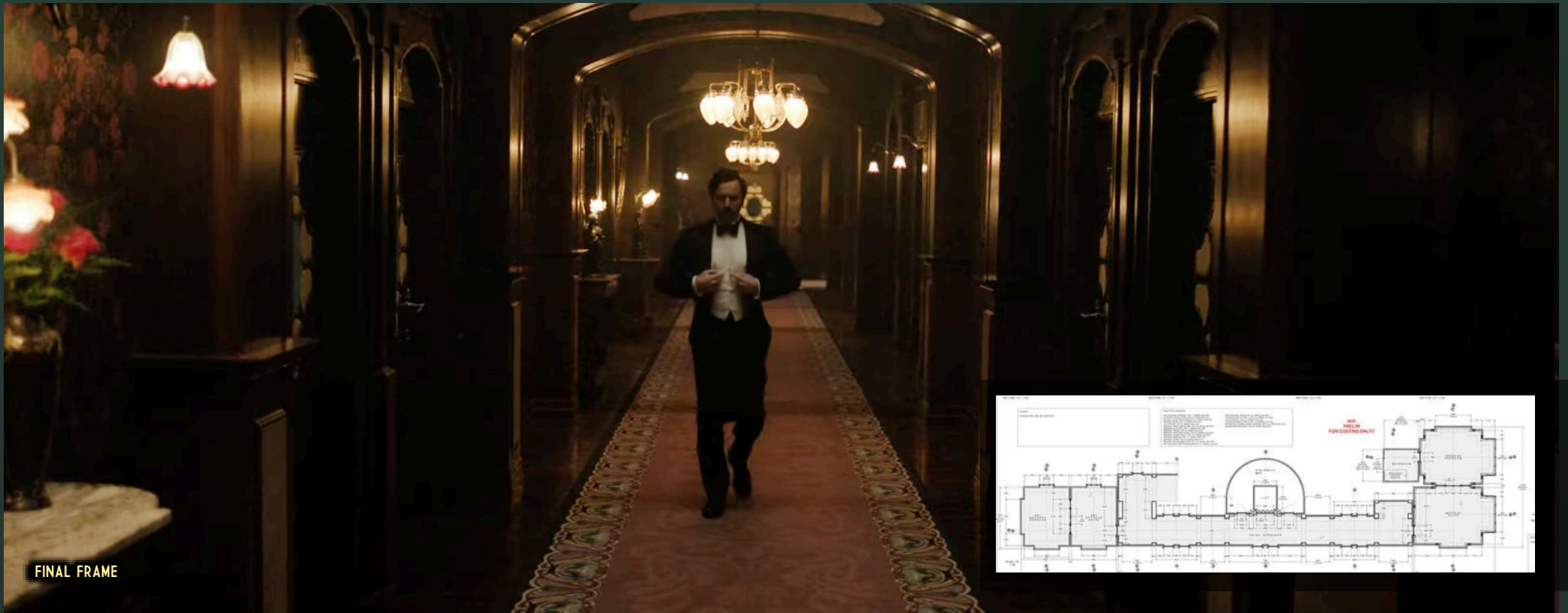
THE METROPOL'S ATTIC



THE COUNT'S SECRET STUDY



THE IMPERIAL AND ART NOUVEAU SUITE



FINAL FRAME



CARPETS CONCEPT ART



DOORS CONCEPT ART

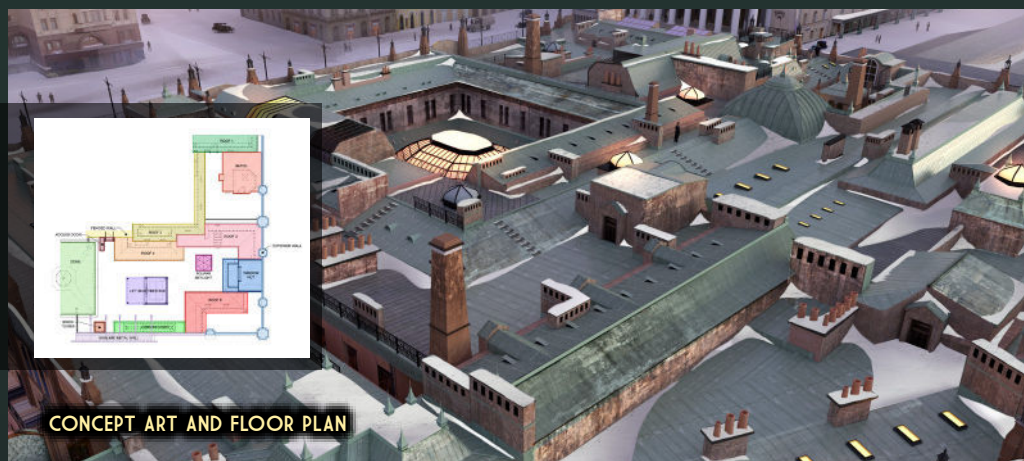
THE METROPOL CORRIDORS



THE METROPOL FACADE



FINAL FRAME

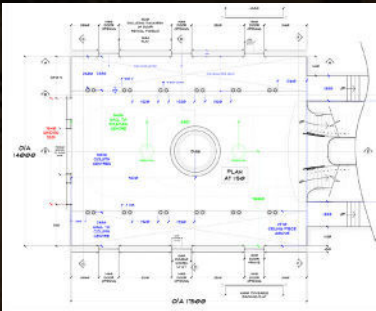


CONCEPT ART AND FLOOR PLAN



SET BUILD

THE METROPOL ROOF





THE BOYARSKY